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Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

- D1
1. (Currently Amended): A method comprising:  
setting an indicator in a line buffer, the line buffer to store up to a full line of video overlay data;  
reading pixel data for a current video line from the line buffer;  
determining when the pixel data reaches the indicator; and  
loading data for the next video line into the line buffer  
based on the determining when the pixel data reaches the indicator.
  
  2. (Previously Presented): The method of Claim 1,  
wherein setting the indicator in the line buffer comprises  
setting the indicator at approximately a middle of the line buffer, and wherein loading data for the next video line into the line buffer comprises loading a first half of the data for the next video line when the pixel data being read reaches the indicator in the line buffer, and further comprises loading a

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second half of the data for the next video line when the pixel data being read reaches the end of the line buffer.

3. (Previously Presented): The method of Claim 1, wherein loading data for the next video line comprises:

loading a first portion of the data for the next video line when the pixel data reaches the indicator; and

loading a second portion of the data for the next video line when the pixel data reaches the end of the line buffer.

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4. (Original): The method of Claim 1, further comprising processing the current video line data for display.

5. (Original): The method of Claim 4, further comprising displaying the processed video line data.

6. (Original): The method of Claim 5, further comprising creating a video overlay from the processed video line data.

7. (Original): The method of Claim 1, further comprising positioning the pixel data on an active display to create a video overlay.

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8. (Currently Amended): A method of processing video overlay data comprising:

reading video overlay data for a current video line from a line buffer, the line buffer to store up to a full line of the video overlay data;

detecting the position in the line buffer where the video overlay data is located; and

loading data for the next video line into the line buffer when the video overlay data for the current video line is located at a predetermined position.

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9. (Previously Presented): The method of Claim 8, further comprising setting the predetermined position at a position before all the current line of video overlay data is read.

10. (Previously Presented): The method of Claim 8, wherein the predetermined position is at approximately a midpoint of the line buffer, and wherein loading data for the next video line into the line buffer comprises loading a first half of the data for the next video line after the video data for the current video line has been read from the predetermined position, and further comprises loading a second half of the

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data for the next video line after the video data for the current video line has been read from the end of the line buffer.

11. (Previously Presented): The method of Claim 8, wherein loading data for the next video line comprises:

loading a first portion of data for the next video line into the line buffer when the video data from the predetermined position has been read; and

loading a second portion of data for the next video line into the line buffer when the video data from the end of the line buffer has been read.

12. (Original): The method of Claim 8, further comprising processing the current video line data for display.

13. (Original): The method of Claim 12, further comprising displaying the processed video line data.

14. (Previously Presented): A overlay display processor comprising:

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a line buffer to store up to a full line of video overlay data, the line buffer having a plurality of memory locations, the line buffer adapted to provide data to a display; and

an indicator positioned at a predetermined memory location in the line buffer, wherein the line buffer begins to read data for a next video data line when the line buffer provides data from the indicator memory location.

15. (Previously Presented): The computer of Claim 14, further comprising:

graphic memory which provides the video pixel data to the line buffer; and

a pixel processing engine to determine whether data for a current video line has been read from the predetermined memory location in the line buffer, the pixel processing engine further to subsequently load a first portion of data for the next video line into the line buffer.

16. (Previously Presented): The computer of Claim 14, wherein the line buffer provides data to the display for a current video line.

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17. (Previously Presented): The computer of Claim 14, wherein the indicator is located at a position at approximately a midpoint of the line buffer.

18. (Currently Amended): A overlay display system comprising:

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a video memory which stores video data;  
an overlay processing engine comprising:  
a line buffer to store up to a full line of video overlay data, the line buffer to receives the video overlay data from the video memory, wherein said line buffer includes an indicator positioned at a predetermined memory location in the line buffer;

video processing circuitry to prepare the video overlay data in the line buffer to be displayed; and

a display to receive the processed data from the overlay processing engine, wherein the line buffer is to read data for a next video data line when the line buffer provides a predetermined amount of data to the display for a current video data line.

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19. (Original): The computer of Claim 18, wherein the predetermined amount of data is approximately half the data comprising the current video data line.

20. (Original): The computer of Claim 18, wherein the overlay processing engine provides data to the display to create a video overlay.

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21. (Original): The computer of Claim 18, wherein the video processing circuitry includes pixel color conversion and adjustment.

22. (Currently Amended): A program storage device readable by a machine comprising instructions that cause the machine to:

set an indicator in a line buffer, the line buffer to store up to a full line of video overlay data;

read pixel data for a current video line from the line buffer;

determine when the pixel data reaches the indicator; and load data for the next video line into the line buffer based on the determining when the pixel data reaches the indicator.

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23. (Previously Presented): The program storage device of Claim 22, wherein the instructions further cause the machine to set the indicator at approximately a middle of the line buffer.